

iPad Pro

REVIEW

Why the iPad Pro will replace your laptop



+37
BEST CASES
FOR YOUR
iPHONE

+ iPhone 6s &
iPhone 6s Plus
HIDDEN TIPS



Photoshop Fix:
Serious
retouching
goes mobile



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Welcome...

Welcome to this issue of *iPad & iPhone User*. This month, the big news in the world of Apple (and we mean big) is the launch of the iPad Pro. It's the device that many of us have been waiting for, and as Tim Cook argues on page 13, it could see many of us opting to buy the king-size tablet instead of a new laptop. A point of view that is echoed by our columnist Steve Aquino on page 80.

If you're still unsure, then we answer all your iPad Pro questions on page 14, while illustrator Pete Fowler puts the tablet through its paces.

We also round up the best cases for your iPhone, while our top tips will help you get more from Apple's handset. Plus, we have the lowdown on the new *Steve Jobs* movie. Read all about Aaron Sorkin and Danny Boyle's attempt to tell Steve's story on page 73.

We've also got our usual mix of iPad and iPhone tips, tricks, news and reviews, including how to rescue an unresponsive phone and how to move your old number across to a second-hand phone.

We hope you've enjoyed the issue. Feel free to send us your feedback via facebook.com/ipadiphoneuser or email rob_grant@idg.co.uk.



Apple's Q4 2015 results

Cook reveals iPhone, iPad, Mac and Watch sales

Apple has posted quarterly revenue of \$51.5 billion and quarterly net profit of \$11.1bn, which is \$1.96 per diluted share. This compares to revenue of \$49.6bn and profit of £10.7bn last quarter, and \$42.123bn in revenue in the year ago quarter. This means revenues leapt by 22 per cent year-on-year, while profit was up 31 per cent. The results were for the quarter that began on 29 June and ended on 30 September. Apple's financial year runs from September to September.

The company has predicted that this quarter, it would see revenue of between \$49- and \$51bn,

with gross margin between 38.5 percent and 39.5 percent. Those estimates actually caused some concern among investors because they are reasonably low for the fourth quarter, which led to a decline in share price following last quarter's call. Apple narrowly beat its estimates.

Fiscal year 2015

Of course, the fourth quarter results is also Apple's chance to recap on the events of the year, and reveal the final profit and revenue figures for those past 12 months.

Speaking to analysts the conference call to announce Apple's financial results for the fiscal fourth quarter, and the financial results for the fiscal year 2015, Apple CEO Tim Cook celebrated: "A very strong finish to a record-breaking year."

He reported that: "Revenue of \$234bn, an increase of 28 percent, and \$58bn dollars over 2014. To put that into some context, our growth in one year was greater than the full-year revenue of almost 90 percent of the companies in the Fortune 500."

The company generated over \$53bn in net income, and grew earnings per share by 43 percent, during the year.

Cook told analysts: "In the past 12 months around the world, we've sold over 300 million devices, including 231 million iPhones, 55 million iPads, and 21 million Macs, setting new unit records and increasing our global market share for both iPhone and Mac."

He emphasized that Apple, "accomplished all of these things, while intensifying our efforts to protect the environment, to promote equality and human

rights, and to ensure the security and privacy we know our customers deserve.”

Guidance for next quarter

Apple provided the following guidance for its fiscal 2016 first quarter, which will run to the end of December 2015.

- Revenue between \$75.5- and \$77.5bn
- Gross margin between 39 percent and 40 percent
- Operating expenses between \$6.3- and \$6.4bn
- Other income/(expense) of \$400 million
- Tax rate of 26.2 percent

During Apple’s Q&A with analysts that followed Apple CEO Tim Cook’s summary of the quarter, Morgan Stanley analyst Katie Huberty asked whether Apple is concerned that it looks like it will see “only low single digit revenue growth” in the next quarter. In response Cook referred to “currency growth rates” and suggested he was happy with the estimates.

How many iPhones did Apple sell?

In the fiscal forth quarter of 2015 Apple sold 48.046 million iPhones, and made \$32.209bn in revenue from those sales.

This isn’t far off what the company sold in the third quarter, so is likely to raise some concerns that iPhone growth is slowing, since the new 6s and 6s Plus were on sale for a small part of the quarter. In comparison, last quarter, Apple announced that it sold 47.5 million iPhones. Apple also made \$31.368bn in revenue from iPhone sales.

The figures look better in comparison to 2014's Q4 when Apple sold 39.272 million iPhones and made \$23.678bn in revenue from those sales.

Cook revealed that the company saw "sales of 48 million iPhones, beating our expectations and up 22 percent year over year."

With the new iPhone 6s and 6s Plus on sale for a small part of the quarter, analysts had predicted that Apple would have sold to 48.7 million iPhones. However, the next quarter (Apple's first quarter of 2016) should represent a huge increase that could beat last year's record-breaking Christmas quarter with a whopping 77.79 million iPhone sales.

The new iPhones became available on 25 September, so there wasn't a lot of time for them to make a big impact on numbers for that quarter, but Apple released a press release following the call in which it revealed that it had sold more than 13 million iPhone 6s (and 6s Plus) smartphones in the three days following launch.

In the call, Cook stated that: "We exited the quarter with demand for our new iPhones exceeding



supply, but we've made good progress with our manufacturing ramp in the initial weeks of October."

He also revealed that: "The iPhone 6s is the most popular iPhone that we currently sell", adding: "If you look at iPhone 6 today, and add iPhone 6 Plus, and compare that to last year's 5s, we are doing better at that price point than we were previously."

Later in the Q&A with analysts, Cook said: "We recorded the highest rate on record for Android switchers last quarter at 30 percent." Regarding this, he also revealed: "That number [30%] is the largest that we've ever recorded since we began measuring it three or so years ago."

Regarding the iPhone upgrade plans introduced with the 6s and the impact he thinks they will have on future sales, Cook told UBS analyst Steve Milunovich: "It seems to me it's going to act as a catalyst to accelerate some of those upgrades, and I think that's not something that we're going to see this quarter or next quarter, but it seems like it's going to happen, beginning a year from now or so."

How many iPads did Apple sell?

Last quarter, Apple announced that it sold 10.931 million iPads so analysts and Apple investors will be disappointed that Apple sold even fewer iPads in the fourth quarter – just 9.883 million. In



the same quarter in 2014, Apple sold 12.316 million iPads, so you can see that the market is contracting.

Revenue from iPad sales in the just gone quarter was \$4.276bn, compared to last quarter's \$4.538bn. Just like last quarter Apple made more money from Mac sales than iPad sales – \$4.276bn compared to \$6.882bn.

It's no real surprise that iPad sales declined again, with the only new Apple tablet available to buy from the company during the quarter being the iPad mini 4 – and that for only a short period of time. But the iPad Pro is set to launch in November, so we'll be looking ahead to the Christmas quarter to find out how that affects Apple's declining iPad sales.

During the call, Cook referred to the iPad Pro, saying: "iPad Pro will enable a new generation of apps for entertainment and productivity, design and illustration, engineering and medical."

Cook didn't say much more about iPad during the call with analysts, other than to comment that nobody had asked him about the device. He did say that: "If you look at iPad as just an example, in China, 68 percent of the people that purchased an iPad, it was the first tablet they've owned, and 40 percent of those had never owned any Apple product."

How many Apple Watches did Apple sell?

This was the second full quarter of Apple Watch availability, so we were interested to see how sales have fared. Apple introduced two new colours of the £299 Apple Watch Sport in September, so that may well have helped boost figures.

Unfortunately, Apple doesn't reveal the precise figures for Apple Watch sales, in its Summary Data

document the company bundles Apple Watch with Other Products – a category that also includes Apple TV and iPods, amongst other things. All Apple reveals is the revenue figure in this category (not numbers of units sold) and the figure this quarter was \$3.048bn in revenue.

That compares to \$2.641bn in the last quarter, which was already up on the previous quarter (\$1.689bn). In the same quarter of 2014 Apple made \$1.896bn from this category. The Other category saw a sales jump of 61 per cent compared to the same quarter in 2014. So things are definitely on the up and the Watch is likely to be the reason.

However, Cook did reveal that: "Sales of Apple Watch were also up sequentially and were ahead of our expectations."

He added that: "Today, there over 13,000 apps on the Watch App Store, including over 1300 native apps such as Facebook Messenger, MLB At Bat, and RunKeeper, and the number is growing rapidly."

Cook has already revealed that Watch sales are expected to soar during the Christmas quarter, so it will be interesting to see how the category fairs in the Christmas shopping quarter. Explaining why the Watch sales aren't broken down when he



announced the third quarter results, Apple CEO Tim Cook told analysts: "We made the decision back in September not to disclose the shipments on the watch, and that was not a matter of not being transparent, it was a matter of not giving our competition insight [on] a product that we worked hard on."

This doesn't stop analysts estimating Watch sales, with the highest coming from The Braeburn Group analysts Lee Storch and Robert Paul Leitao, who think Apple sold 6 million Apple Watches during the quarter according to Fortune. The lowest comes from Piper Jaffray analyst Gene Munster and Bernstein Research's Toni Sacconaghi, who both predict 2.5 million units were sold. The average estimate is 3.95 million.

Apple TV

Regarding the Apple TV which should arrive with customers this week, Cook said: "We want to provide the same innovation in the living room that we've delivered in our iOS devices. People are already watching more TV through apps today, and we think apps represent the future of TV. We're also looking forward to bringing Apple Music to the new Apple TV beginning this week," he added.

How many Macs did Apple sell?

We've been impressed by Apple's Mac sales for a few quarters now and this quarter didn't disappoint. Apple sold 5.709 million Macs, making revenue of \$6.882bn.

In comparison, Apple sold 4.796 million Macs in its fiscal third quarter, making revenue of \$6.030bn,

and in the year ago quarter the company sold 5.520 million Macs, making revenue of \$6.625bn.

This is astonishing growth in a market that keeps contracting, at least for other PC manufacturers.

Cook revealed that Apple: "Sold an all-time record 5.7 million Macs, continuing to defy the negative trend in the global personal computer market, which IDC estimates contracted by 11 percent."

What's interesting is that the prediction was that PC sales would decline due to increasing tablet sales, and yet, based on the declining sales of iPads (which are still the most popular tablets on the market), tablets aren't as in demand as anticipated. Despite this, PC sales are declining while Mac sales are increasing, suggesting that there is a movement from Windows PC to Mac rather than PC to tablet.

We can expect the sales figures to increase even further over the Christmas period thanks to the launch of new iMacs, and we anticipate some other Mac upgrades.



Tim Cooks talks iPad Pro

Apple's CEO has high hopes for the new 12.9in tablet

Apple CEO Tim Cook was busy making the media rounds in the week before the 12.9in iPad Pro, which the tech giant hopes will be a shot in the arm for its tablet sales.

So why does he think Apple customers will want a Pro over, say, a 12- or 13in laptop? In an interview published *The Daily Telegraph*, Cook said the Pro will be all the computer that people could need.

"I think if you're looking at a PC, why would you buy a PC anymore? No really, why would you buy one?" the CEO explained. "Yes, the iPad Pro is a replacement for a notebook or a desktop for many, many people. They will start using it and conclude they no longer need to use anything else, other than their phones."

Paired with the £79 Apple Pencil and £139 Smart Keyboard, Cook believes the iPad Pro, which starts at £679 for a 32GB Wi-Fi model, will be a creative professional's dream work machine. But what does that mean for smaller tablets like the iPad mini, and for Apple's own line of notebooks and desktops?

"I think it clearly creates some cannibalisation – which we knew would occur – but we don't really spend any time worrying about that, because as long as we cannibalise ourselves, it's fine," he added.





Guide to the iPad Pro

Everything you need to know about Apple's 12.9in tablet

With specs to rival even some Macs, the iPad Pro has the potential to become a serious productivity machine. Here's our guide to Apple's king-size tablet, the most powerful iOS device ever.

The basics

When and where will I be able to get it?

It's available to buy now from Apple.com/uk, Apple Stores, and select carriers and authorized resellers.

How much does it cost?

The most powerful iPad has a price tag to match. iPad Pro starts at £679 for the 32GB model with Wi-Fi, goes up to £799 for the 128GB model with Wi-Fi, and costs £899 for the 128GB model with Wi-Fi and cellular capabilities.

So there's no 32GB cellular model?

No. Not according to what Apple shared today. You must pony up for a 128GB iPad Pro if you want to jump on the internet without Wi-Fi.

What colours does iPad Pro come in?

Silver, Gold and Space Grey.

How the Pro compares to other iPads

Is it bigger than previous iPads?

To say the iPad Pro is bigger than other iPads would be an understatement. While the screen on the iPad



Air measures 9.7 inches diagonally, the iPad Pro's screen is more than 3 inches larger, measuring 12.9 inches. That's 78 percent more display area than that of iPad Air 2. The larger sizing is not arbitrary, however. Half the width of the iPad Pro is exactly the height of the iPad Air 2 – a perfect geometry for running apps side by side. Above is an image of the iPad Air 2 (left) next to the Pro.

How does the display look?

It looks good. The iPad Pro fills up its large screen with 5.6 million pixels in a 2732x2048 resolution (versus the 2048x1536 resolution of the Air 2), making it the highest resolution Retina display Apple has ever produced for a portable machine, even besting the resolution of the 15in MacBook Pro. The iPad Pro also boasts double the graphics performance of iPad Air 2, making it ideal for watching movies and playing video games.

Should I be worried that the sound quality won't be as good?

Only final testing will tell, but the specs are promising. iPad Pro is equipped with four speakers, one near each corner to create an immersive “soundstage” experience. These speakers have also been programmed to produce a well-balanced sound, whether you are holding the iPad Pro vertically or horizontally. And a new casing design gives the Pro speakers 61 percent more back volume, a wider frequency range and up to 3x more acoustic output than previous iPads.

Is it faster than previous iPad models?

The iPad Pro boasts Apple's new A9X chip, which has twice the memory and is 1.8x faster than the A8X chip in the iPad Air 2. Apple calls this “desktop-class performance,” so you'll be able to do things on the iPad Pro that you previously reserved for your Mac.



Additionally, Apple has updated the storage controller so you can quickly open large files, like 4K video, hi-res photos from your DSLR, or that seemingly endless PowerPoint presentation your boss wants you to edit.

Will the higher resolution, better graphics performance and faster CPU affect battery life?

Not necessarily. Apple claims that the iPad Pro boasts 10 hours of battery life (9 hours if using cellular), just the same as the iPad Air 2.

I bet it's thicker and heavier then...

Okay, yes. The iPad Pro is a bit thicker and heavier than its previous Air 2 counterpart. But not significantly considering all the improvements. The Pro is 6.9mm thick (the Air 2 is 6.1mm), and it weighs 713g (the Air 2 weighs 437g).

Did the Pro keep any of the Air 2's specs?

It kept plenty: Multi-Touch display, 8Mp iSight camera, 1080 HD video recording capabilities, 802.11ac Wi-Fi technology with MIMO, Touch ID, LTE and Apple SIM.

Multitasking features in iOS 9

Are there any new QuickType shortcuts?

iOS 9 introduces formatting buttons to the QuickType bar so that you can italicize, copy/paste or add attachments with just a tap. Another cool way to select and edit iPad text on iOS 9 is to simply place two fingers on the touchscreen. This turns the screen into a trackpad that you can use to select text by dragging. Furthermore, third-party



apps can customize the shortcuts that appear on the QuickType toolbar, so that you can have all the important buttons right at your fingertips.

I've heard that I can now have two apps open at the same time. How does that work?

There are three ways to view and interact with two apps simultaneously on an iPad Pro in iOS 9. First, we have Slide Over, where you can choose a second app to open up as a pinned sidebar on the right. Second, there's Split View, where two apps take up half of the screen. Finally, Picture-in-Picture lets you watch a video or chat on FaceTime while having another app running in the background. The video screen becomes a smaller window that you can drag and resize.



Smart Keyboard & Apple Pencil

How does the Smart Keyboard work?

Think of the iPad Smart Cover but with a slim, foldable, lightweight, water-resistant, 4mm keyboard built in. In addition to using it to type, you can fold up the Smart Keyboard (priced £139) to prop up the iPad Pro or cover up the screen completely.

How do you hook it up to the iPad Pro?

Apple has created a new three-pronged Smart Connector that allows for the Smart Keyboard to be connected to the iPad without plugs or wires or Bluetooth pairing. It's similar to how the Apple Watch's diagnostic port works. The Smart Connector allows for the seamless transfer of data and power between devices, so you won't have to charge the Smart Keyboard.

And what's so special about Apple Pencil?

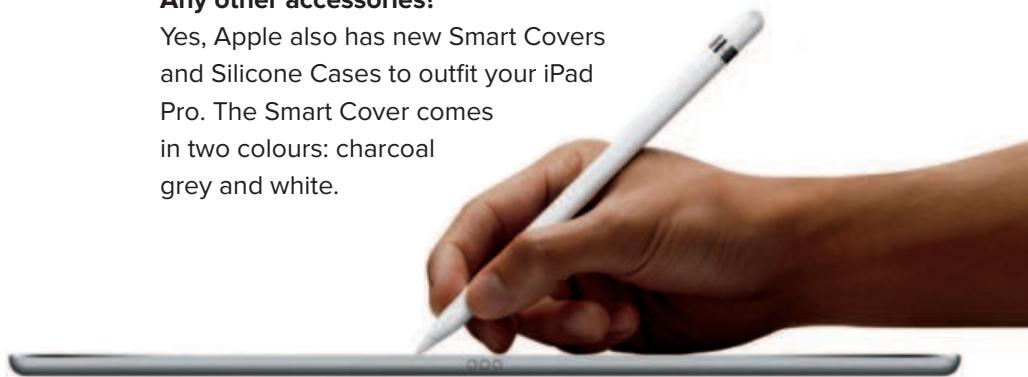
Apple's first stylus for the iPad Pro (priced £79) is pretty self-explanatory. You can use it to add handwritten notes to your digital documents, but it's also got some cool technology that will be particularly intriguing for sketch artists. It has several sensors on both its case and the tip that can detect the position, pressure, angle, and orientation of your strokes. Draw gently on the screen to create light strokes, or press down to draw thicker lines. Two sensors on the tip work with Multi-Touch display to detect whenever you're tilting the Pencil to create a shading effect. Apple Pencil can also be used simultaneously with your fingers, too, for those who have yet to graduate past the finger paintings stage.

How do you charge Apple Pencil?

Instead of an eraser, the Apple Pencil has a Lighting connector. Simply take off the cap and plug the Pencil into your iPad Pro. Fully charged, it lasts up to 12 hours. And just having the Pencil charging for 15 seconds will get you 30 minutes of sketching time.

Any other accessories?

Yes, Apple also has new Smart Covers and Silicone Cases to outfit your iPad Pro. The Smart Cover comes in two colours: charcoal grey and white.





Review: iPad Pro

With help from illustrator Pete Fowler, we discover that the iPad Pro is the best drawing tool we've ever seen

The iPad Pro is more than just a larger Apple tablet. It's the first iPad that feels completely right for creative pros, whether you're an artist, designer, animator, creative director, photographer or video editor. While the iPad Air and iPad Mini are good enough for sketching, ideation and very rough cuts, the iPad Pro is great for these. And more importantly, the iPad Pro will get you nearer to a completed project than its smaller cousins – and some artists will even be able to produce completed works without needing to pass it on to their computer for final touches.

Apple's smaller iPads are perhaps the wrong comparison. In what you'd use it for, the iPad Pro is nearer to Microsoft's Surface Pro or Wacom's Cintiq Companion. Both of these pair a tablet with a stylus, and the iPad Pro has this in the form of the Pencil (priced £79).

Apple sells the Pencil separately, as it's an option for a home user looking for something easier to play Scrabble on – but for creatives, it's essential. It's the best stylus on the market, more natural-feeling than Wacom's or Microsoft's.

One key difference between the iPad Pro and the Cintiq Companion and Surface Pro is that Apple's device runs a tablet OS, while Microsoft's and Wacom's run the full version of Windows. As we discovered, there are pros and cons to both.

To put the iPad Pro through its paces, we'll be sharing it with a range of artists, designers, photographers and editors. So far, I've been looking at it as a tool for the myriad roles and tasks, including writing, editing photos and rough-cutting videos as a journalist; ideation as a creative director; and sketching wireframes as a UX designer.

We've also given the device to artist and illustrator Pete Fowler, in whose studio the photos in this review were shot – and who we've interviewed in the video above. In the next week weeks we'll be seeing what other creatives make of the iPad Pro and we'll expand this review with their thoughts on how suitable it is for designers, photographers and other forms of artists.

Pete's work spans the vector worlds of Monsterism to craft work with everything from a paintbrush to woodcutting knives – and he's even



spent time digitally painting with his iPad with a variety of stylii. He primarily works with the Procreate digital drawing and painting app, which has just been updated to better support the iPad Pro.

Pete is extremely impressed with the iPad Pro itself, saying that it's 2732x2048-pixel, 13in screen (okay, 12.9in, decimal-place nerds) is "phenomenal".

"When I was painting using Procreate, the richness of the colour and the texture of some of the brushes really comes through."

What Pete's most enthusiastic about with during his time with the iPad Pro are the Pencil – and how it works with Procreate.

"The feel of the Pencil is great," says Pete. "In your hand, it just feels fantastic. There's a really nice weight to it"

Pete also likes the length and balance – and the pressure sensitivity means that strokes both light and hard are rendered properly on the screen. If he has one reservation – and this applies to all digital drawing systems – it's that drawing on the iPad Pro with the Pencil is too smooth compared to paper. Though maybe someone will develop a rough stick-on 'screen protector' to replicate the resistive texture of real sheets of paper.

One of Pete's favourite features he discovered by accident, when trying to swipe down on setting for Procreate's 6b pencil, he brushed the screen with the side of the nib and discovered you could do side-shading as with a real pencil.

"That was amazing," he says, clearly delighted by something he's not found possible with other drawing tools. "It's like having a real pencil. With the side-shading there's quite a lot of subtlety in what



you can achieve – and that's not something I've encountered with drawing on a tablet before."

The Pencil is a triumph of simple design. It feels like something a craftsman or draftsman would use – and after holding it the Surface Pen from the Surface Pro 3 feels like a cheap biro. (We'll update this once we've tried the Surface Pro 4's Pen, which Microsoft is intriguingly offering interchangeable nibs for).

It's difficult to compare the Pencil to the chunkier Wacom pen, as years of use mean than many creatives have muscle memory of how to get the most from it. However, while the Pencil may feel a bit weird to begin with, I'm assuming you use a range of real-world pens from Rotring to Posca it's just like picking a new one of those. You give it a bit of time and you learn and you might even find that it's better.

One of the Pencil's features – or lack of – that will divide users is that there are no buttons on it. Both the Surface Pen and Wacom pen have two buttons and, with the latter and the new Surface Pen, an eraser on the end.

Pete prefers the simplicity of the Pencil, as he found the way you have to curl your forefinger to use them caused him pain after long-term use. But at least with the Wacom and Microsoft pens you have the option to use them or not – with Apple, there's no choice.

The Bluetooth-connected Pencil is battery powered. Pop off the back end and there's a Lightning connector. You can charge it by popping it in the slot at the bottom of the iPad Pro – though that gave me anxiety about snapping it off by accident – or by connecting it to a Lightning-to-USB connector using the included female-to-female connector. (There's also a spare nib in the box in case you wear the first one out.)

We also tried sketching wireframes in Apple's own Notes and in Evernote, which has just been updated to support the iPad Pro and the Pencil.

Again the Pencil is a deft drawing tool. Notes has what should be a nifty feature where you put



two fingers on the screen to create a ruler to draw along. However, you need to keep the Pen very close to drawing an actual straight line, rather than just roughly sweeping along the page to create one along the edge of the ruler – which I'd prefer to speed up drawing straight lines.

The iPad Pro's large, high-resolution screen is also great for more than just drawing. Watching films and TV shows is wonderful – you really appreciate the art direction of shows from *The Returned* to *Hannibal*. However, such quality shows any flaws in what you're watching. You'll notice the 'burbling' of compression artefacts on Netflix in a way you won't on your TV or lower-res screen. Shows downloaded from BBC iPlayer or Apple itself look stunning.

For creative use, the screen also means finger-driven apps are easier to use with higher precision. For example, in Adobe Photoshop Fix or Lightroom Mobile you can retouch photos much more effectively using the touch-based tools - just by having a larger screen.

However, these tools on the iPad are still much more limited than Photoshop or Lightroom on a Surface – where you've got many more tools.

With that, we come to the ultimate question when deciding whether the iPad Pro is for you or not – the thing that will make it essential or irrelevant to your creative process.

How tied are you to your desktop applications?

It's not a question you have to ask yourself with the Surface Pro or Cintiq Companion. You just run Photoshop or Painter or Premiere or Sketch or Lightroom just the same. But being originally designed for super-powerful desktops and laptops, they don't always run perfectly on tablets with different screen sizes and resolutions and pen technologies.

The iPad Pro often means exploring other tools. There are few apps that exist on iOS, Mac OS X and Windows – well, few apps for creative pros anyway. If all you want is Monkey Island and Word, you're fine (though some apps need to be updated to work with the iPad Pro's bigger screen – Spotify crashes when you open it, for example).

So can you create what you want to create on iOS? At one extreme you have Procreate, which is arguably as good – if not better – than even Corel Painter (unless you want physically accurate gouache and will spot if it's not).

Apps like Procreate are focussed on delivering great creative experiences on the iPad Pro with the Pencil – and arguably these will be better than tools that have to work on laptops, desktops and tablets. However, these are fewer in number and newer with less features than the big boys.

At the other end of the scale from Procreate, you have Sketch – for which there's no real iOS equivalent. It would be great if Bohemian Coding could produce an iOS version of Sketch, as it's doesn't require a beefy desktop processor to run – but logically it might be beyond that small company's development capacity. So digital and UX designers will have to hope that Adobe's Project Comet has an iOS version.

In between, you have Adobe's tools: Lightroom Mobile for photography, Comp for print layouts, a bunch of Photoshop and Illustrator offshoots that don't hang together cohesively. They're an iOS toolset in their infancy. How quickly and well Adobe develop them will be key to whether the iPad Pro is suitable for creatives who don't (exclusively) paint or draw.

If there's place in your life for a highly portable device that can get you only so far towards a finished project, and you'll have to go back to your desktop to finish it off. This isn't just an issue for the iPad Pro – the same can be true for the Surface Pro and Cintiq Companion (and any other tablet PC) due to the constraints of screen size and performance.

If you've not seen one, the size and weight of an iPad Pro is easy to imagine. It's exactly what you'd expect if you took an iPad Air and made it bigger. It's thinner and lighter than the Surface



iPad Pro (left) and
Microsoft Surface Pro 3

Pro, though slightly larger due to a bigger screen. However, in practical terms there's little between them. The real difference is with the Wacom Cintiq Companion, which feels much bulkier – but does have physical buttons and a control ring that some users find very useful.

The iPad Pro's battery life is higher than the Surface Pro 3 (review units of the Pro 4 are due soon) or Cintiq Companion 2. I'll leave the formal battery testing to our sister publication Macworld – but in my informal tests I got up to 12 hours of battery when using the iPad Pro, to the Surface Pro 3's eight and the Cintiq Companion's four.

If you do more than a bare minimum of typing, you'll want to pair the iPad Pro with a keyboard.

As with the Surface Pro, the iPad Pro has a special connector along one of its longer sides that keyboards can magnetically snap too (and communicate through). It's not just for keyboards for typing – it's for anything you might want to connect to the iPad Pro in landscape mode from musical keyboards to scientific equipment (so expect to see the iPad Pro on the next season of *CSI: Cyber*).

Apple sells its own keyboard/cover for the iPad Pro. For typing, it's almost on a par with the Surface Pro's. There's the same limited travel to the keys – so it's fine for writing emails or short briefs/pitches but something the length of this review would be a little arduous. The kickstand built into the Surface Pro also makes typing more stable than Apple's foldaround keyboard.

However, the main flaw with Apple's keyboard for the iPad Pro is that it's currently only available



with a US layout. So no easily accessible £ or €. I do too much writing for this keyboard, but you could find this rather annoying.

Both the Surface and Apple encapsulating keyboards are better than the Cintiq Companion's external bluetooth keyboard – which is almost impossible to use on your lap.

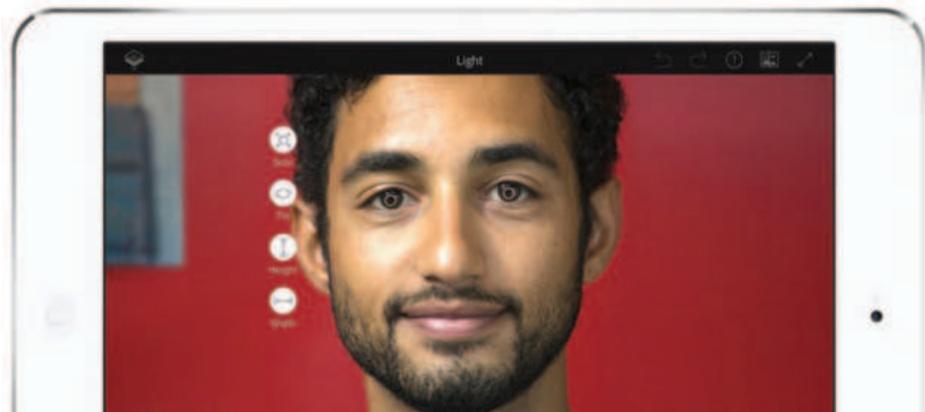
The review unit we've been using was loaned to us with a Logitech Create keyboard for the iPad Pro. This is a much better typing experience – much nearer to a laptop with a lot of travel to the widely-spaced, backlit keys. And a UK layout with a full set of function keys. The iPad sits at a comfortable, tilted position – though you can't adjust this as you can with the Surface Pro's keyboard.

Its only flaw is its design. It's like someone's stuck a cheap Acer laptop base to the bottom of your iPad. If you want the admiring glances that come from being one of the first people travelling around with a new type of Apple device, don't stick it in this keyboard case.

Verdict

The iPad Pro is an incredible creative tool, with a stylus that really shows up how bad previous attempts at pens and pencils have been.

It's real potential is heightened or hamstrung by its software. For illustrators who paint and draw, it's the best way to create digital artworks around. You'll want to go buy one now. For digital designers, it's useless. For everyone else, it's for roughing in ways and places you couldn't do before – and as apps develop we'll hopefully see it blossom for you as much as it has for artists.



Review: Photoshop Fix

Serious image retouching goes mobile

Price: Free, adobe.com/uk.

Nearly three years ago, Adobe launched Photoshop Touch, initially an iPad-only mobile version of the company's legendary desktop image editing software. As the name implied, tablet (and eventually smartphone) owners could manipulate layers and other familiar tools for the first time with multi-touch to create or tweak artwork and photos using only their fingers.

Earlier this year, Adobe announced plans to discontinue Touch in favour of an entirely new "serious retouching solution for mobile," having previously branched many of the layer-based tools into a new app called Photoshop Mix. Now that the replacement has finally arrived, are two image editing apps really better than one?

It's no coincidence Adobe Photoshop Fix (free) arrives on the scene just as smartphones and

tablets have become more powerful with each passing year. In addition to larger resolution images and iOS 9 Split View multitasking, Fix also supports Apple Pencil for more precision painting and other adjustments not possible with fingers alone.

One thing leads to another

But that only scratches the surface: the new Liquify feature allows users to manipulate or reshape areas of an image in powerful new ways using Warp, Swell, Twirl, or Reconstruct tools. I was particularly impressed by Face mode, which can be used to automatically recognise and reshape the look of anyone's mug, or add (or improve upon) a smile instead.

Fix also delivers Photoshop's awesome Heal and Patch tools to mobile. Use a finger to select an unwanted object, and within seconds it's removed and intelligently replaced with pixels from the surrounding area. However, this feature isn't yet quite as thorough as on the desktop – objects extending beyond the edge of the frame left the remnant of a thin line that had to be removed with the Clone Stamp tool instead.

Among the other tools included with Fix are the ability to Smooth or Sharpen selected areas of an





image, as well as Lighten or Darken specific portions, rather than affecting the entire photo. While in use, the Brush panel along the left edge (which collapses when not in use) provides size, hardness and opacity settings.

Marquee features aside, Photoshop Mix also includes an impressive lineup of more traditional crop, exposure, contrast, saturation, shadow, and highlight tools, as well as colour, paint, defocus, and vignette. They're all intuitive and easy to use, with pop-ups that walk users through the process at every turn.

Saved by zero

Surprisingly, all of this works equally as well on iPhone as it does on iPad, something rarely true in the case of the now-defunct Photoshop Touch. Edits made to projects on one device are synced to others, but must first be saved to your Creative Cloud asset library before they can be loaded into Photoshop Mix.

Personally, I'd prefer a more seamless way to move projects between the two apps. For example, Creative Cloud members can send edits to the desktop as a layered PSD file, which open directly in Photoshop CC, ready for further refinement. The combination of Fix and Mix is actually strong enough

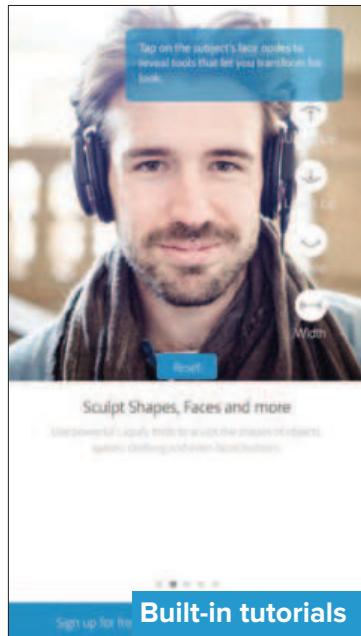
that Adobe should consider consolidating them into a single mobile powerhouse, similar to how they recently combined four individual (yet loosely connected) camera apps into Capture CC.

One other thing conspicuously absent from Fix is extension support for the built-in Photos app. Adobe Photoshop Express already offers this for adding basic looks and adjustments, but it would be awesome to have more powerful retouching tools available without having to first load images into Fix, then save them to the Camera Roll as new files.

Although earlier versions of Photoshop Mix relied on the cloud to do some of the heavy lifting, Photoshop Fix performs its tasks on the device itself; however, an active internet connection (and Adobe ID) are required. Unlike the Photoshop Touch apps for iPad and iPhone, Fix is also universal and free to download, but you'll need a Creative Cloud Photography or higher membership to take advantage of the sync features.

Verdict

Together with Mix, Adobe Photoshop Fix is indeed the serious mobile retouching solution the company pledged to deliver. Now it's time to either consolidate both into a single app or make it easier to move projects between each – and throw in extension support for Apple Photos while we're at it.





Top tips for your iPhone

Get more from your phone with our tricks

1. Set a Live Photo as lock screen image

One of the biggest features of the iPhone 6s is the camera, namely the introduction of 'Live Photos', still images that animate when activated via force touch. These Live Photos are meant to give you a glimpse of what was happening when the photo was taken – a fantastic feature when you want

to take a trip down memory lane. However, many iPhone 6s and 6s Plus users are unaware that these live photos can be used as the lock screen image and animated at any time.

To set a live photo as your lock screen image, simply open the Photos app and browse to the image you want to use. Once opened, tap the Share button (square with an arrow pointing out of it) and scroll along until you find 'Set as Wallpaper', then tap it. Making sure 'Live Photo' is selected, set the image as your lock screen wallpaper and lock your iPhone. Now all you need to do is force touch the screen to animate the image.

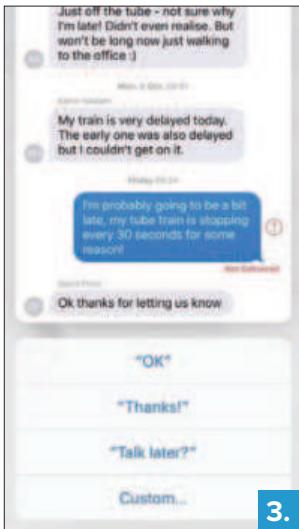
2. Quick access to multitasking menu

For years, iOS users have trained their brains to double tap the home button to access the multitasking menu, but that action has been rendered moot by the iPhone 6s and 6s Plus. Why? Because you can easily access the multitasking menu from anywhere in iOS, simply by force pressing the left side of the screen and swiping towards the center of the display. If done correctly, you should be taken to the multitasking center, where you can easily switch between your recently used apps. Though some users might find it a bit awkward to use at first, it's a very handy gesture to have once you're used to it.

It's also worth mentioning that a similar action can take you back to the last used app without accessing the multitasking menu. Simply force press on the left hand side of the screen, then drag your finger from the left hand side of the display to the right hand side. The app you were last using should be dragged onto screen, replacing the active app.

3. Quickly reply to messages

The iPhone 6s and 6s Plus also give you a new way to easily reply to text messages. Proactive was a big introduction to iOS 9, and lets the operating system learn your habits including the apps you use, people you speak to and even how you reply to text messages. This information can then be used to your advantage – in this case, ‘peek’ at the message thread to get a preview of the text conversation by force pressing on the message, then simply swipe up to reveal a list of predetermined replies, and tap on the one you want to use. As well as a list of predetermined replies, it may feature contextual replies, that is if a question was asked, replies would include ‘yes’, ‘no’, ‘maybe’, and so on.



4. Access Camera shortcuts

3D Touch was the biggest feature of the iPhone 6s, enabling a whole new way for users to interact with their smartphones. One of the key features of 3D Touch was being able to force tap an app icon to display a menu with shortcuts to the most prominent features of the app. This means that instead of having to open the Camera app and swipe to the recording mode of choice, you can force touch the icon and easily select which you want. You have the choice of taking a selfie, recording a video, recording in slo-mo or taking a standard photo.

It's not just the Camera app that offers 3D Touch shortcuts, as many stock iOS apps have shortcuts –

experiment with what you can do! Third-party apps are slowly adding support too, with early adopters including Instagram (options to publish a new post, view your activity, search or access direct messages) and Tweetbot 4 (reply to last mention, access activity tab, tweet the last photo or write a tweet).

5. Turn the keyboard into a trackpad

3D Touch isn't only handy for accessing app shortcuts or previewing message threads – it can also make text editing on an iPhone 6s or 6s Plus less of a headache. We've all been in situations where we've misspelt a single letter of a word on our iPhones, and tried to insert the cursor mid-word to edit it (and failed a number of times before deleting the word and re-writing it). There's no need to do that any more, as you're now able to force press the keyboard to turn it into a trackpad, allowing you to place the cursor wherever you want.

It doesn't just stop at being able to move the cursor around either – once in trackpad mode, you can tap again once to highlight a single word, twice to highlight the entire sentence or thrice to select everything you've written.

6. Preview Safari links

Here's another useful use for 3D Touch, this time allowing users to preview a link before opening it. iPhone 6s and 6s Plus users can 'peek' at Safari links in-app by lightly pressing on a URL, giving you a preview of the page before applying more pressure to 'pop' open Safari and open the link. If you're not interested, simply let go of the display and the preview will disappear.

This feature can be found in a number of places throughout iOS, from the Messages app to the Notes app to third-party apps, including WhatsApp and Tweetbot 4. This gives users a new way to browse and preview links (and images if supported) before properly opening them. It comes in handy too, as you can now see if the link your friend tweeted is something you're interested in reading before loading it up in full-screen mode.

7. Hands-free Siri

Another exclusive iPhone 6s and 6s Plus feature is hands-free Siri, something that up until now has only been possible when your iOS device is plugged in and charging. iPhone 6s and 6s Plus users can ‘train’ Siri to recognise only their voice, allowing them to activate Siri from anywhere simply by saying ‘Hey Siri’. Before you impress your friends with your always-listening virtual assistant, you need to set it up by heading to the Settings app > General > and toggling the ‘Allow “Hey Siri”’ option on.

Once toggled on, you have to go through the initial setup process where Siri gets to know the sound of your voice. Simply repeat the phrases that appear on screen, then you should be able to activate Siri by saying “Hey Siri” at any time.

8. Make darker strokes in Notes

Using the new 3D Touch technology found in the iPhone 6s and 6s Plus, users are able to make

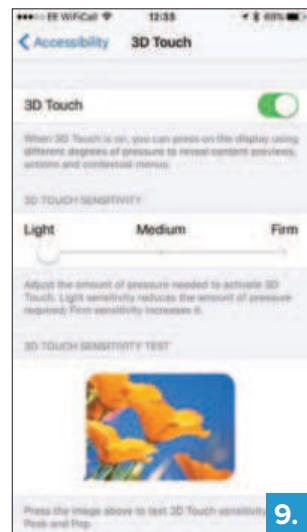


darker strokes in Notes simply by applying more pressure on the display, much like when shading with a pencil. Though this is a slightly novel use for the pressure-sensitive display, I'm sure artistic users could find a use for it. It's also worth mentioning that third-party app developers can also utilise the technology in the same way, so expect to start seeing pressure-sensitive drawing features added to the likes of Paper at some point soon.

9. Adjust 3D Touch sensitivity

3D Touch is a great addition to the iPhone 6s and 6s Plus, but with the excess pressure used on the display, there is an issue – it can cause the oleophobic coating of the iPhone display to wear out sooner than usual. The oleophobic coating on the display helps your display stay relatively smudge free, keeping grease at bay by providing a surface it can't 'stick' to it. It also makes your display feel smooth to the touch, which also helps with scratch resistance – reduced friction will cause sharp/dangerous materials to slide off the surface, rather than damaging it.

It's not permanent though, so excessive pressure may speed up the process of wearing it out. To help combat the issue, you can turn up the sensitivity of 3D Touch to activate it without needing as much pressure. To do this, simply head to Settings > General > Accessibility > 3D Touch then adjust the 3D Touch Sensitivity from medium to light.



10. Peek into an entire album in Apple Music

Let's say you have found an awesome song while listening to Apple Music's 'Hot Tracks' section in the New tab. Using 3D Touch, deep press on the track to get a glimpse of the entire album that song is a part of. From there you can start playing the entire album, put it on shuffle or add it to My Music.

11. Add a new number to your Contacts

What happens when you get a new number sent to your Messages? Pressing the digits launches straight into a call, but deep pressing it gives you new options.

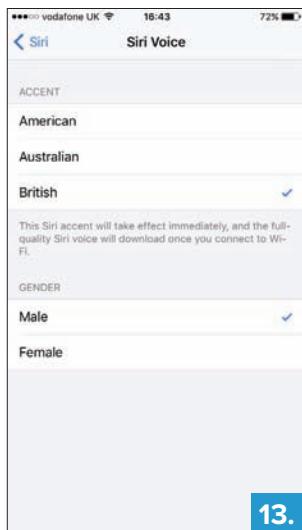
You can now use 3D Touch to create a new contact or add a number to an existing contacts right from the Messages app.

12. Switch apps with 3D Touch

Instead of double tapping your home button every time you want to pull up the App Switcher, try this: deep press on the left edge of the screen. Your background apps will come seamlessly into view. Just one more added functionalities of the new 3D Touch on the iPhone 6s and the iPhone 6s Plus.

13. Siri can do accents now

Apple says Siri is getting smarter, so much in fact that she can now pull off three different English accents: American, Australian and British. Just a simple preference, really, but having an



AI spout answers in a British accent just makes her sound more well informed.

14. Share location in Maps

You ask your friend to meet you at a coffee shop, but there are quite a few in the city? In Maps you can deep press on a place to quickly share the exact location of where you want to meet. You can also deep press on the you-are-here blue dot to share your current location.

15. Send quick replies in Messages

Similar to the Messages for Apple Watch app, you can now send quick replies on your iPhone 6s. Deep press on a conversation thread to peek into it and pull it up to reveal a list of short replies, like “Thanks” or “Talk later?” Different conversations pull up different quick replies. For whatever reason, some of them only have the option to text back with “OK.”

16. Enabling 4K video recording

The iPhone 6s can shoot 4K video, but that recording mode is not on by default. You have to enable it in settings. The 4K videos do take up a lot of space on your iPhone (about 375MB per minute), but they are totally worth it.



17. View recently taken pics in Camera

Don't slow down your photo-taking rampage. The Camera app on the iPhone 6s lets you view your recently

taken photos while still taking new ones. Just deep press on the photo thumbnail on the bottom left corner. After you're done browsing through your recently taken pics, you'll go right back to the Camera app so you can keep snapping away.

18. Activate Siri with your voice

Enable the new "Hey Siri" feature in your settings, and Siri becomes voice-activated. Just say "Hey Siri" whenever you have a query. Siri only responds to the sound of your voice, so here's how you can set this up once you enable the feature.

19. Message your most recent contacts

Want to pick up a conversation with the contact you last texted? The Messages app has all your favourite people right at your fingertips. Deep press on the icon to launch a quick action to message one of the last three people you texted.

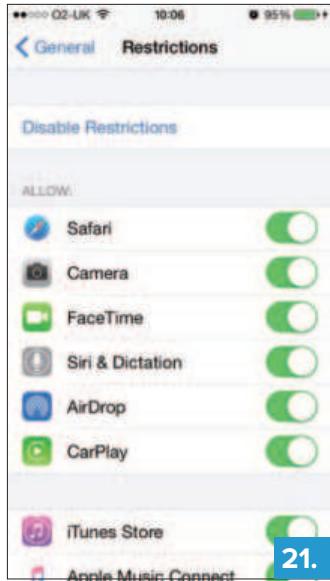
20. Peek into another city's weather conditions

Planning a ski trip this weekend? You can peek into weather conditions from any of the cities saved you added to the Weather app by deep pressing on them.



21. Hide native apps

Every iPhone user has that rarely used folder hidden on a faraway home screen with titles ranging from "Apple Stuff" to "Crap I Never Use." With the iPhone 6s you can now hide some of



those native apps from your screen, like News, Podcasts, iBooks Store and even Safari for you Chrome diehards. Go to the Restriction page in settings to toggle these apps off your iPhone. Unfortunately, there's no way to get rid of Stocks or Compass yet.

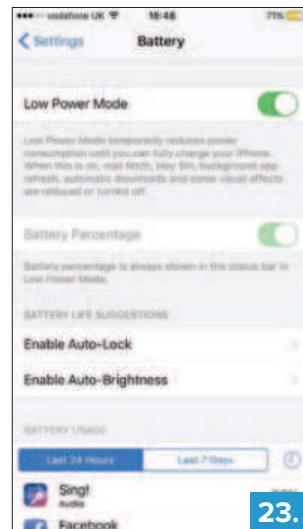
22. Easier way to redeem codes in the App Store

If you want to redeem a code from the App Store, you have to scroll all the way down past all the app collections to get to a Redeem Code button. With 3D Touch,

however, you can deep press on the App Store app right on your home screen and launch a quick action for redeeming codes. This trick also works in the iTunes Store app.

23. Manually activate Low Power Mode

Your iPhone 6s will ask you if you want to enable Low Power Mode once you get to the last 20 percent of battery. But if you want your iPhone to last longer even when it's fully charged, you can manually activate Low Power Mode in your settings. During Low Power Mode, you can't use "Hey Siri," background app refresh is turned off, and other visual effects are disabled to save battery life.





Review: iPhone cases

Keep your new iPhone safe with these cases

The iPhone 6s and 6s Plus are here, and with a starting price of £539 we're sure you'll want to keep your new smartphone safe. Here, we've got great cases that'll do just that.

Some of the cases in this round-up were originally released with the iPhone 6 and 6 Plus in mind, but we've added a note to any that we've been able to confirm will work with the 6s. We think almost all iPhone 6 cases will be compatible, but there is a tiny difference in size so the tighter cases might be a bit of a squeeze for the new models.

Apple iPhone 6s and 6s Plus cases

Price: From £25

The first cases you'll come across for the new iPhone 6s and 6s Plus are Apple's own cases (pictured opposite). There are various options available depending on your budget and tastes. The Leather Case for 6s, available in five different colours (Black, Saddle Brown, Rose Grey, Brown and Midnight Blue), will cost you £35, while the 6s Plus Leather Case is £39.

There's a cheaper Silicone Case available for both new iPhones, and they come in 11 different, brighter colours (White, Black, Stone, Antique White, Blue, Turquoise, Midnight Blue, Lavender, Pink, Red or Orange) and cost £25 or £29.

Shell cases for iPhone 6s and 6s Plus

Apple's own iPhone 6s cases are shell cases, which means the cover the back and sides of the iPhone but leave the screen free. We'd recommend getting a screen protector to save the display from scratches and to help prevent shattering. Read on to discover more shell cases from third-party sellers

Native Union Clic

Marble for iPhone 6s

Price: £69.99

The Native Union Clic Marble case is the first real marble case for the iPhone 6s. It's an interesting blend of protection and style, and every case is unique thanks to the veins that differ in every



slab of marble. You'd assume that real marble would add some bulk to your iPhone, but its only 0.8mm thin and Native Union prides it on its "lightweight design". It's available to purchase now for the iPhone 6 or 6s in either black or white.

Native Union Clic

Price: £34.99

We also love the Native Union Clic Wooden Case for iPhone 6s. They're hand crafted and precision engineered from solid wood, so each has a unique grain pattern. There are six different colours to choose from, each extremely stylish. We particularly like the Olive/Walnut design but there are also Marine/Cherry wood, White/Cherry, Blossom/Walnut, Coral/Cherry and Black/Walnut.



Spigen AirSkin

Price: £8.99

The first case we tried on our new iPhone 6s is the Spigen AirSkin, because it's an incredible 0.4mm thin and has a semi-transparent, matt effect that lets the Rose Gold or our model shine through.

It's not going to save your iPhone if you drop it, but it will prevent scratches and stop your iPhone from rocking when you place it on a flat surface thanks to little plastic stabilisers

that are level with the irritating protruding camera. This case is ideal for someone looking for scratch protection that doesn't hinder the design of the iPhone at all. You'll hardly notice that you've even got a case on your iPhone at all.

It's available in soft clear, mint, grey, pink or beige (our favourite is soft clear but if you've got a silver or space grey iPhone and want to add a bit of colour then the other options might be worth trying).

Griffin Identity

Price: £7

The Griffin Identity is an interesting concept for an iPhone case as you're able to swap out the back plate to one of many other designs available for a case truly unique to you, or if not, you can remove the back plate completely to create an iPhone 4 style bumper case. There's even a back plate available that'll hold your credit/debit cards, allowing quick and easy access to them by swiping your thumb.

Its designed not only to look good, but to also protect your iPhone as Griffin claims it'll protect your phone from a 1.2m (4 foot) drop. This is due to the dual-material frame that combines shock-absorbing rubber with polycarbonate to help deflect impacts and keep your phone safe. Don't worry about getting your display damaged or scratched either, as a raised lip protects the screen from chips and scratches when landing face down.



Olixar FlexiShield

Price: £6.99

Olixar's FlexiShield gel case is a reasonably thin and precisely fitted shell that offers more protection than the Spigen AirSkin when it comes to bumps and knocks but does add a bit more in the way of thickness. However, like the AirSkin, it is semi-transparent so as not to disguise the design of the iPhone 6s, and adds extra grip to stop the phone from sliding out of your hands.



Tenc auto healing case

Price: From £19.95

If you're looking for an understated iPhone case, the Tenc might be what you're looking for. It's extremely thin – in fact, we barely noticed any added bulk when we used it with our iPhone 6s, and the soft silicon-like material feels nice in the hand. It's available in three variations; crystal clear, matte clear and matte black. The best part of this case though? It's self healing. Yes, you read that right, self healing. The case will



quickly repair any scratches or marks (on the case, not the phone) and looks as good as new within minutes. We actively went out of our way to scratch the exterior, and we were fascinated by how well the AutoHeal technology performed.

Cygnett AeroShield

Price: £12.95

Cygnett's AeroShield is another option that doesn't cover up the colour and design of the iPhone 6s but does offer good protection against knocks, bumps and scratches. It's made with clear, hard polycarbonate and shock-absorbent

polyurethane around the edges.



Devia Melody

Price: £19.99

The Devia Melody iPhone 6s case is a hard shell case that's completely transparent aside from the gold edges and stripe design along the bottom. It looks pretty great on our Rose Gold iPhone 6s, with a smooth plastic finish that feels nice in the hand. The only downfall is that it doesn't completely cover the top of the iPhone 6s, so we'd be slightly concerned about scratches.

#Woodback

Price: From £20

The #Woodback case collection by Cover-Up is an interesting case concept that uses both polycarbonate and wood that the company claims is sustainably sourced. The great thing about using real wood in cases is that every case is unique – the grains are never exactly alike in two cases, and as they age they'll continue to look great.

The wood is laser cut and then hand-sanded to give a smooth finish – no one wants splinters from their phone case do they? It's then coated with a "specially selected finish made from vegetable oils and waxes" according to Cover-Up, which gives the case a subtle shine and protects it from water and dirt. It's available in many different colours and designs, but we love the Gold Lightning Bolt case.

As well as looking good, the case should also protect your iPhone against bumps and drops without adding much weight – thanks to the polycarbonate outer shell. It's a great blend of nature and technology, and one that'll make your iPhone stand out from the crowd.



Otterbox Symmetry Series

Price: From £29.99

Otterbox is famous for its super-strong cases, either for the adventurer, ultra cautious, or very clumsy –



or just parents with small, butter-fingered children. Its Symmetry Series of cases for the iPhone 6 feel like they take quite a beating before anything bad happened to your precious iPhone.

The Symmetry case comes in a wide range of colours, from Black to girly-girly patterns, and has dual-material construction to absorb shock and withstands drops. In addition its raised bevelled edge should keep your iPhone 6 screen safe.



Casetify

Price: From £25

This cool iPhone 6s case maker lets you completely customise your case using photos from your Instagram, Facebook or from your computer. There are lots of different templates you can use to fill with your chosen photographs. And although this is an American company, you'll be pleased to hear they offer free shipping worldwide.

Case-Mate Barely There

Price: £13

Perfect for those looking for a case without the added bulk, weight and disguise, the Case-Mate Barely cases (pictured right) come in various colours for both the iPhone 6s and 6s Plus.



Mujjo Leather Wallet

Price: £40

iPhone 6 and iPhone 6 Plus cases don't get much classier than the Mujjo Leather Wallet Case, stitched leather with suede-lined case interior.

The leather is vegetable tanned, meaning it takes on a patina and polish as it ages. Available in cool black, chic grey and tan, the Mujjo Leather Wallet Case features a card flap, which can be ordered at a stylish 80-degree angle for added cool.



Folio cases for iPhone 6s

Also a popular choice of case for iPhone is the Folio-style case, which has a flap over the front to protect the screen in addition to back. Here are some of the best Folio cases for iPhone 6s we've seen.

Twelve South SurfacePad

Price: From £34.99

The SurfacePad for the iPhone 6s and 6s Plus is a premium quality Napa leather jacket, which according to Twelve South was designed to "protect iPhone without adding bulk and weight". As well as protecting your iPhone's body and screen from damage, the front cover doubles up as a wallet with two handy card slots. It also offers a hands-free viewing experience, in a similar fashion to how many iPad folios also offer hands free viewing modes.



Pad and Quill Bella Vida

Price: £50

This beautifully stylish case for iPhone 6s Plus comes with a choice of three different leather exteriors (Galloper Black, Whisky and Dark Chocolate) and four interior colours. It doubles as a wallet, with space for several cards, and also acts as a handy stand. The iPhone itself simply sticks onto the case thanks to a strong adhesive that leaves no residue behind. There are cutouts for all ports and buttons.



Adopted Leather Folio

Price: £40

For Apple's bigger iPhone, Adopted makes a Leather Folio case (pictured right) made with genuine textured leather. It's more stylish than the Casemade offering, but offers less practicality, with just two spaces for credit cards and no clasp to keep the front of the folio case firmly closed. It's available in a variety of gorgeous colours, though, including white/gold, blue/gunmetal and brown/gunmetal.





Xqisit Slim Wallet

Price: £18

Ideal for anyone that wants to carry as little as possible on a night out, the Slim Wallet Case from Xqisit sports two card slots.

It's available in black, pink or white, and wraps the iPhone 6s or 6s Plus in protective synthetic leather, sealed with a magnetic clasp.

Quattro Folio

Price: From £33

The Quattro Folio for the iPhone 6s and 6s Plus is a good example of a design mashup, combining

classic and contemporary looks in a leather case. The outside is covered in real leather, while the inside is lined with microfibre cloth to avoid scratches and marks on the iPhone display. It also hides a space for your favourite credit/debit card, and will also double up as a hands-free viewing stand when you want to video chat or catch up on the latest TV.

It's not just a premium-looking iPhone case either, as it still provides protection against damage from drops and scratches on the display, though we're not quite sure to what level.



iPhone cases

The cases in the rest of this article have yet to be confirmed as compatible with iPhone 6s, but with just 2mm difference it's likely that they will fit, but probably a little more snugly.



KLYP+ f

Price: From £24.95

The KLYP+ looks to be an iPhone-ographers best friend, boasting a kickstand to help prop up your iPhone, as well as a tripod adapter which allows you to connect your iPhone to any tripod. It's available in three colours and is made from polycarbonate to protect your iPhone from damage. You also have the option of using six interchangeable lenses, including a fish-eye lens and 3x super wide-angle

lens. Coupled with an optional LED light and a redesigned KLYP+ app, you should be able to capture and preserve those perfect moments.

Incipio Trestle case

Price: £27

Incipio's tagline for this sturdy iPhone 6 Plus case is "defend against the bend," playing on the bendgate issue that plagued the iPhone 6 Plus late last year. It's lined with steel braces, which are designed to stop the device from bending while in a snug pocket, for example.





Casemade Leather Wallet

Price: From £15.95

Usually, you'd expect real leather cases to be pricey, but Casemade's Leather Wallet is a bargain at under £20 delivered. A plastic insert is used to secure your iPhone, and it's secured shut with a magnetic clasp. There's space for three credit cards, and all the ports, buttons and features you'll need have cutouts and are therefore accessible.

Tucano Leggero Stripes case

Price: £14.40

Tucano offers several interesting designs of its iPhone 6 case, including the Leggero Stripes one shown here. It is made with what Tucano calls 'Eco-Leather'.



Magnets help keep the front cover closed, protecting your iPhone 6's display with help from a microfibre lining. You'll also find two slots for credit cards on the inside of the case.

EC Technology Ultra-Slim LED case

Price: £4.99

How about an iPhone 6 case that lights up when you receive a phone call? The EC Technology iPhone 6 Case Ultra Slim Case does just that, using the lesser-known iOS 9 Accessibility feature that lets your phone use its LED flash to alert you when a call comes through.

Aside from this quirky feature the case can also cleverly fill light when you take photos, using a slider across the flash. It's a lightweight and robust looking case that should protect your precious phone from drops, bumps and scratches.





Proporta iPhone

6 Plus Bumper

Price: £14.95

The Proporta iPhone 6 Plus Bumpers cover just the edges of the iPhone 6, leaving the front and the back of your phone exposed, but they do help to protect the device if you drop it, and also make the iPhone rest slightly above any surface. We'd only recommend using a bumper if you hate cases.

Nodus Access case

Price: From £59.99

Apple's leather iPhone 6 case doesn't feel particularly leathery or premium, which is not the case (ahem...) with the Access Case from Nodus, which includes its own unique twist.

It's crafted from full-grain Italian leathers with a soft micro-fibre lining. Unlike the Apple case the



Access looks and feels like a proper, premium leather wallet.

The secret twist in the Access Case is its Micro Suction bond that keeps the iPhone in place, and allows you to attach and remove the iPhone in seconds without bulking up the slim smartphone. There are two micro-suction pads bonded to the inside surface of the case, the surface of which are covered in millions of microscopic suction cups, invisible to the eye. It provides a strong grip and doesn't leave any residue when removed.

The case can also bend to form a stand. If the pads get dirty, Nodus says that full suction power can be restored by gently cleaning the material with a damp cloth and allowing it to air dry. You line up the iPhone 6 in the case using the camera cutout as your guide. It's simple and very effective.

The Access Case for iPhone 6 is available in two models: Portfolio and Flip Down; and each is in either Ebony (Black) or Chestnut (Brown).

Both cover the iPhone's fragile screen from knocks and scratches, as well as potentially save it from shattering if dropped. Each also includes a handy area for credit card, business cards, bank notes or travel card.



STM Dux case for iPhone 6

Price: £29.99

STM's Dux case for iPhone 6 has reinforced corners to protect your iPhone from bumps and knock, but also

has a clear back to allow the colour and design of your shiny new iPhone show through.

The Dux case is available for both the iPhone 6 and the 6 Plus, and also comes in red or black.



Incipio DualPro

iPhone 6 case

Around £19

Incipio's DualPro case for iPhone 6 and iPhone 6 Plus is made with two pieces for extra durability. One is an impact resistant polycarbonate frame, while the other is a shock absorbing dLAST TPE inner layer. It comes in lots of different colour combinations, too, so there's one for everyone.

There's also a DualPro Shine case for iPhone 6 Plus that has a more premium-looking finish in various metallic tones.

FlexiShield iPhone 6 case

Price: £5.99

A bargain at £5.99, the FlexiShield iPhone 6 Case is designed to be slim but protective. It's made with a flexible but tough gel (hence its name).

Case-Mate Creatures

iPhone 6 cases

Price: £13

We love the fun Case-Mate Creatures cases. They're not





very practical but they're sure cute. The Panda one is among our favourites, but you'll also find a pig (which slightly cruelly comes with a dangly egg and bacon attached to the bottom corner), a koala, a fox and a puppy. The Creatures cases are currently only available for the 4.7in iPhone 6, and not for the iPhone 6 Plus.

Spigen Ultra Hybrid iPhone 6 Bumper Case

Price: £19.99

This iPhone 6 combines a see-through case with a coloured bumper around the edge, providing lots of protection but also allowing you to see the gorgeous design of the iPhone itself. You'll be able to access all ports, controls, buttons and connectors so you won't need to remove the case, and you'll get a free screen protector to make sure you don't scratch that new, bigger display.



Omaker Bumper case for iPhone 6

Price: £19.99

We like the Omaker Bumper case for iPhone 6. It uses air cushion technology and shock absorption technology to help protect the smartphone without adding too much extra bulk. Basically, that technology involves a flexible material, padded corners, slightly raised edges to protect the screen and camera, and a grainy interior to help save your iPhone 6 in the case of bumps and knocks.

It's semi-transparent, too, so you don't have to completely cover up the design of the iPhone itself.



You'll get access to all of the iPhone's ports and buttons, and you'll also get a tiny plastic component that can help prevent dust and dirt from finding its way into the headphone jack.



Ted Baker Collection for iPhone 6

Price: £24.95

Here's one for the fashion-savvy. The iPhone 6 cases in the Ted Baker collection (pictured above) feature the brand's latest prints, and sport the Ted Baker London plaque. They're made with polycarbonate with a soft-feel finish, and leave access to all ports, buttons and controls.

The Dairy iPhone 6 case

Price: From \$35

The Dairy is an awesome Australian case-making company that offers hundreds of designs that'll suite



a huge range of iPhone 6 owners. You'll get the option of a simple snap case or an armoured case for better protection.

Designs include abstract images, Disney-inspired illustrations, photographs and much more – it's well worth browsing the website.

You can also create your own case for a range of smartphones including the iPhone 6 and iPhone 6 Plus on The Dairy's website (thedairy.com).

Cygnett WorkMate Evolution for iPhone 6

Price: £14.95

Cygnett's WorkMate iPhone 6 case is designed with shock absorption in mind, made with a three layers. The outer layer has a high-grip silicone inlay and anti-slip ridges around the edge, too. It's available in three colours: Blue, Red or Black.



Grovemade Walnut and Leather iPhone case

Price: Around £80

This beautifully hand-crafted case for iPhone 6 or iPhone 6 Plus is made with Oregon Claro Walnut and vegetable-tanned leather that oozes style and sophistication.

The wood portion of the case protects the edges and back of the iPhone, while the soft leather flap protects your phone's screen but also doubles as a stand.



Griffin Survivor All-Terrain

iPhone 6 case

Price: From £30

For the clumsy among you, Griffin has launched the Survivor All-Terrain iPhone 6 and iPhone 6 Plus case. It uses four layers of protection including a built-in screen protector and sealed ports to keep your iPhone safe from drops, dust, rain, impacts and vibration, according to the company. It even comes with a heavy-duty rotating clip to secure your iPhone to your belt or bag.





Review: *Steve Jobs* movie

Karen Haslam's thoughts on the latest Steve Jobs biopic

I t's not that I'm such a fan of Apple that I don't want to know about the nasty side of Jobs. I had first hand experience of what the man was like (I was once pushed out of the way by him when he wanted to show Alicia Keys how to use iTunes). Also, knowing people who have worked at Apple over the years, I am well aware of the fear and panic that being caught in a lift with him (or elevator if you are in the US) would cause. I'm well aware that Jobs wasn't known for his soft side.

And yet we all know that the man had many achievements. That he lead a revolution that has got us to where we are today. Sure he used other

people's expertise to recognize his dreams, but dream them he did. He led the orchestra that created the products that he is famed for.

With all this in mind, I was disappointed in the *Steve Jobs* movie. Partly because as an Apple expert I watched the film in dismay as events were pulled out of context and people appeared in locations and at times where they simply wouldn't have been around. I can't help but think that in his desire to avoid the chronological retelling or Steve Jobs' story, a traditional childhood to death epic, in favour of three acts (which would be better suited to a theatrical production) Aaron Sorkin constrained himself too much. The only way he could tell the story was to pull events from all corners of Jobs' life and present them as if they had happened in the 30 minutes before a keynote presentation.

Hence we have Steve Jobs (portrayed by Michael Fassbender) washing his feet in a toilet minutes before going on stage to announce the Macintosh. Sure, Jobs was known to have done this, but not at this stage in his story. Apparently Sorkin had read the Walter Isaacson biography, but he had no trouble deciding to shuffle around events – it's a wonder he didn't have him getting high before the launch of the NeXT computer or something. There are so many examples of events being taken out of context that I could practically repeat the whole plot of the movie in this article, but I won't do that, just in case you actually want to watch it.

Another constraint of Sorkin's model for presenting Steve Jobs' story is to have him interacting with the same six people at each of these 30-minute, pre-keynote, sessions. As if in the run up

to a keynote presentation Jobs would be spending his time speaking to various people from his past.

Even if you suspend disbelief at the fact that he is talking to people at the time one would imagine he would be tearing around backstage shouting at people to get things working, or running through the script, the fact that some of the people are even there at those moments in time is factually incorrect.

Take Jobs and the other co-founder of Apple, Steve Wozniak, played by Seth Rogen. Woz is there at the launch of the Mac in 1984, randomly he is there before Steve Jobs goes on stage to talk NeXT computers during the wilderness years, and even more randomly (since in real life he no longer is working at Apple at this time) Woz is there at the launch of the iMac in 1997. And you know what's the most annoying thing about this – at each of these events, like a broken record Woz is asking Jobs to



mention the Apple II team. Not only does this make him sound like a bit of an idiot, it's such a shame for Woz to be presented in this light given that he actually worked as a consultant on the film – he was paid considerably for his efforts. It's almost as if nobody listened to a word he said other than some comment he must have made about the Apple II.

Another face that just keeps on popping up when he wouldn't have been around is former Apple CEO John Sculley (played by Jeff Daniels). There he is at the Mac, NeXT and the iMac launch. Clearly he didn't have anything better to do than stalk Jobs, the man he got fired.

The reoccurrence of key characters throughout the plot, despite them not actually working at Apple also applies to a key character, Joanna Hoffman (played by Kate Winslet), who was at Jobs side before each of these keynotes. If you are aware of the actual story, she had left Apple long Jobs returned to launch the iMac. Just as an aside, I couldn't help but think she actually looked younger by the end of the movie.

One particularly strange choice for a key character, I thought, was the focus on Andy Hertzfeld. Known as the 'father of the Mac' Hertzfeld was a character that I felt had a bigger part in the story as told by Sorkin than he warranted, perhaps because he, like Woz, had met with Sorkin and spilled the beans. He was even credited with giving money to the father of Jobs' daughter – the one Jobs denied paternity of. I'm really not sure of the accuracy of this.

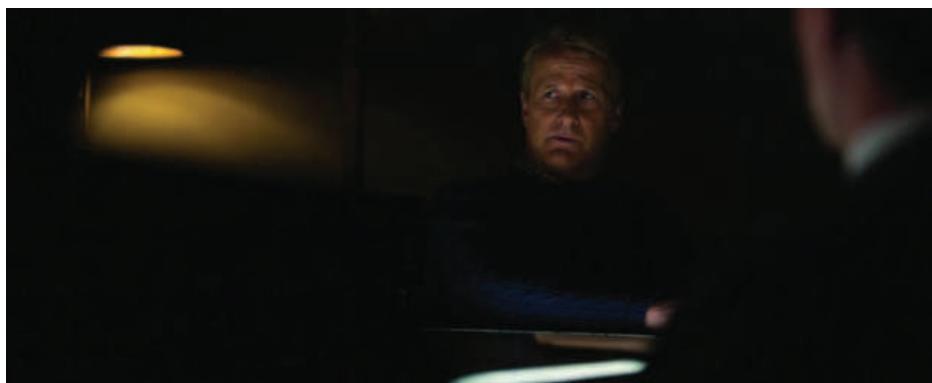
Jobs ex-partner Chrisaan Brennan and his daughter Lisa had a key part in Sorkin's story that



they never had in the Walter Isaacson biography. With a frantic and unstable Chrisaan appearing before the first two Jobs on-stage appearances, to beg him for money.

But the real tale being told is about Jobs' relationship with his daughter Lisa. With much made of the fact that he initially refused to accept her as his own despite a positive paternity test. Lisa had chosen not to speak to Isaacson when he was researching her father's biography because she wasn't comfortable talking about Jobs while he was still alive, but once Sorkin was able to speak to her it really changed the theme of the movie.

It's a shame really that Sorkin was so intent on restricting himself to the three scene format, because perhaps this was a story to be told that was worth listening to. How Jobs accepted Lisa



as his own, and how Lisa actually ended up living with Jobs and his new family. But this is only hinted at during the film as it leaps from year to year and decade to decade.

I can't help but think that if you don't know the real story of Steve Jobs you will come away from the movie confused about what actually happened. While if, like me you know the story your reaction will be blinkered by the feeling that an injustice has been done in its telling.

Jobs wife, Laurene Powell, who tried to get the movie stopped, was instrumental in some of early complications with the movie that saw the movie makers approach three different stars before one would agree to take on the role of Jobs. I can't help but think that she was right to be concerned. Leaving the movie I felt that I'd watched a character assassination. Sure some of it was due – as I said at the beginning, Jobs wasn't exactly a nice man, but his achievements were underplayed. I don't think this movie is good for Apple's reputation.

There's one other underlying theme to the movie, Jobs relationship with his biological parents and

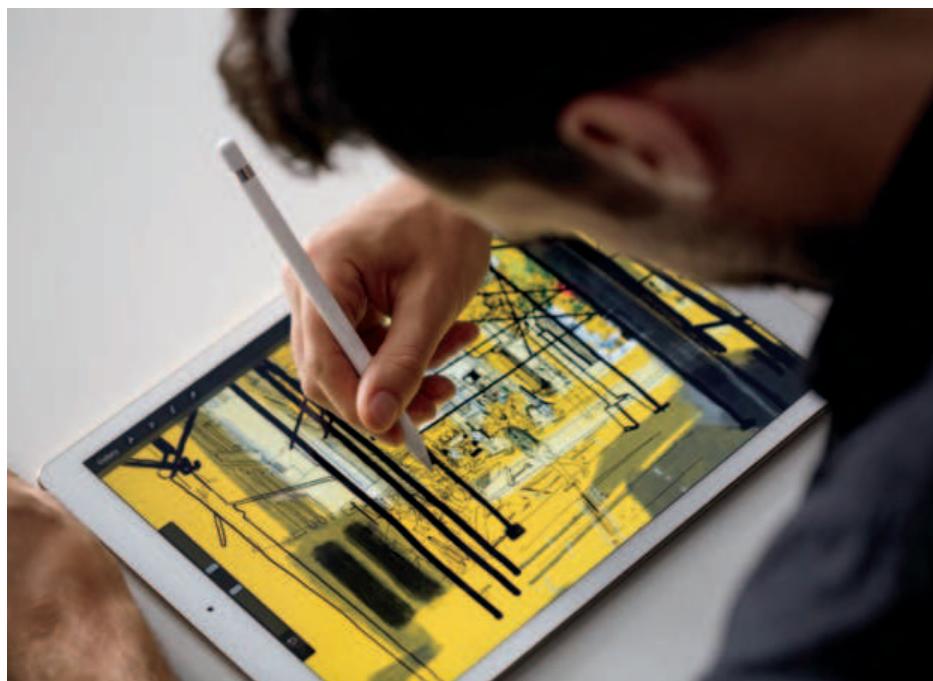
his adoptive parents. It's presented as a justification for how Jobs treats his daughter and those around him. Of course there are factual inaccuracies to the telling of this story.

I wonder how someone who doesn't know the Steve Jobs story would react to the film. Would they enjoy the story? Personally I think they would come away confused about what the story was. Too many details are skipped over, leaving you wondering what is actually happening.

We had high hopes for this film having seen Sorkin's other tech-tale *Social Network*, but the *Social Network* wasn't constrained in its telling in the same way as the Jobs movie and therefore we saw a story played out in front of the camera. By contrast, the Steve Jobs story left too much happening behind the scenes that you had to fill in yourself. Either you already know the story, in which case you're reaction will be like mine, or you won't know the story and you will come away confused about what you just watched. Such a shame.

Steve Jobs is on general release now.





Opinion: Why the iPad Pro will be my laptop of choice

Steven Aquino reveals why he'll be using Apple's XL iPad

My friend and fellow Macworld contributor, Glenn Fleishman, recently wrote a column in which he argues that the iPad Pro is really Apple's "pilot fish" for a future ARM-based MacBook. Glenn's argument is convincing, but as I was reading his piece, I started thinking about the iPad and MacBook in terms of accessibility. Specifically, why I choose a tablet over a laptop for productivity, and where the iPad Pro fits into the equation.

Why the iPad works for doing work

I do 100 percent of my computing nowadays on iOS. Most of that time is spent on my iPhone, but a significant portion is done on my iPad Air. That I work so much on iOS is very much intentional, and stands as a testament to its capabilities.

While I do own a Mac, it's ancient, and I'm not as intimately familiar with OS X like I am with iOS. Plus, iOS just suits my needs better. I appreciate the iPad's one-app-at-a-time approach, which I think boosts my productivity. A single window has less happening on the screen and leaves less room for distraction. From an accessibility perspective, working from an iPad allows my eyes to focus on one thing, which most of the time is my text editor of choice.

The Multi-Touch input of iOS is easier for me to manipulate, too. I find tapping and swiping to be much easier than using a traditional keyboard and mouse. Gesturing is to me more accessible than struggling with finding and moving a cursor. Add to that my familiarity with iOS's Accessibility features, and the iPad is a clear winner on the software side.

But the iPad's hardware is accessible too. I find that working on Apple's tablet to be great because I can easily move it to suit my needs. I can rotate from portrait to landscape when appropriate, but most importantly, I can hold my iPad as close (or as far) to my face as I need it. For me, this is the key advantage working on an iPad has over working from, say, a Retina MacBook.

Why not a laptop?

I'll admit I've lusted after the Retina MacBook since it came out earlier this year. It's a beautiful machine. It's

thin, light, has a gorgeous display – and it's roughly the size of my iPad. Put another way, it is effectively an iPad bolted on to a keyboard.

Therein lies the rub. For as much as I adore the MacBook, the problem is that it's still a laptop. In my experiences with laptops, I've found that their form factor works against me, accessibility-wise. As someone with low vision, I often need to get super close to the screen in order to see it. The issue, though, is that I find a laptop's screen to be too "far away" to see comfortably. I have to lean in to see, almost to the point where my nose is touching the glass. Adjusting the screen's position does help a bit, but it's still too far away to be comfortable. There are things I could do on the software side to compensate for this, but it doesn't negate the fact that the device's form is less than ideal. To again paraphrase Jony Ive, with a laptop, I feel like I have to fit the device.

Does this mean I'm anti-MacBook or I can't use a laptop? No, of course not. It simply means that, for me, I find the iPad's mix of hardware and software strikes a perfect balance for my computing needs. A 'home base' Mac such as a Retina iMac would be nice, but only because an iMac is not a laptop.

Enter the iPad Pro

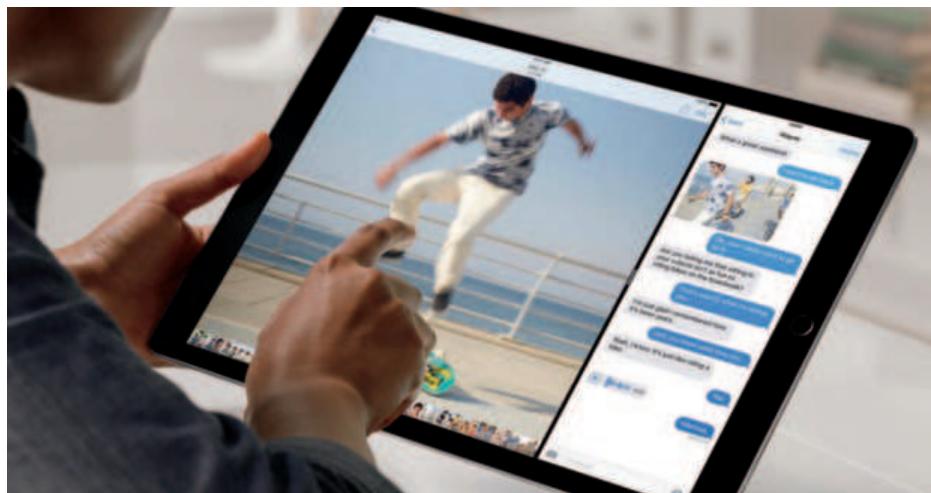
Despite not having seen it yet in person, I find the iPad Pro compelling for two reasons: It runs iOS, and the screen is really big. In essence, the Pro is a super-sized version of what I'm used to with my current iPad. I can still hold it close and it runs an operating system that I interact with by touch. The multitasking features in iOS 9, which Apple

said were built for this device, should even help me be more productive.

Then there's the cost factor. The Retina MacBook starts at £999, whereas a fully-loaded iPad Pro (with 128GB storage and cellular connectivity) is £899.

Throw in the £139 Smart Keyboard, and you're at £1,038. That's MacBook territory. My point is, given the accessibility gains that an iPad affords me, it actually makes more sense to go iPad Pro over the MacBook. The latter may be able to do more in raw terms, but for my needs, both physically and technologically, the iPad is a far more powerful computer. Granted, £1,038 is a lot to spend on an iPad, but in my case, it's a more practical choice.

Of all the products Apple announced recently, the iPad Pro is the one I'm most excited about. I'm sure that I'll forever gaze admiringly at the MacBooks in the Apple Store, but I'll still remain loyal to my iPad. It's just better than a laptop for me, and the iPad Pro should be even better.



iPhone 6s and 6s Plus



Opinion: Why 'S year' iPhones are a big deal

Michael Simon sings the praises of Apple's 'S' iPhones

Few things are more predictable than the iPhone upgrade schedule. Even before senior vice president of world wide marketing Phil Schiller and Apple's senior vice president of software engineering Craig Federighi broke down everything new about the iPhone 6s toward the end of the company's 'Hey Siri' event, we already knew what was coming – same design, new features.

Ever since the iPhone 3GS, Apple has used the year following a major iPhone redesign to focus mostly on internal improvements – things like the battery, processor, and camera to breathe another 12 months of life into a familiar enclosure. It's become so predictable that rumour sites have all but stopped publishing anything to the contrary. For as long as the iPhone remains at the centre of Apple's universe, every model will have an 'S' year, and if you're looking for a radical design change, you're just going to have to wait. But like the other 'S' models that came before it, the iPhone 6s is much more than the sum of its improvements.

Essence of 'S'

The iPhone 3GS was a risky gambit. At a time when its Android competitors were just beginning to figure out what made the iPhone tick, Apple opted for a somewhat muted model, keeping the same plastic design and simply adding a

faster chip, more RAM, and a better camera. Where the previous year's model had improved on the original iPhone in virtually every way, the 3GS was more of a dip than a splash.

But the iPhone 3GS wasn't a stopgap release. It might have stood for speed, but the 'S' was as multifaceted as the 'i' in iOS, bringing the kind of advancements and technologies that took Apple's handset to new levels of performance and efficiency. That first 'S' model was a major step toward turning the iPhone from a mobile device into something greater, a veritable computer in our pocket that could do amazing things.

Even with the same design, Apple's 'S' model phones have always been game changers in their own right – Siri on the 4s, Touch ID on the 5s – and the iPhone 6s continues that tradition. Where other smartphone manufacturers are trying to push the boundaries with bigger models every year, Apple uses its 'S' models to innovate inwardly, focusing its efforts on carving out a strong foundation for the future of its mobile ecosystem and letting the user experience trump the design.

Sneak peek

The addition of 3D Touch means more to the future of iOS devices than the iPhone 6's larger screen did, adding a new dimension to multi-touch and opening up the screen in bold new ways. Much like you could see the future implications during the Siri demo, watching Federighi show off 3D Touch only scratched the surface of what it will be able to do.

On the Apple Watch and 2015 MacBook, Force Touch is a neat feature that adds a layer

of convenience, eliminating keystrokes and mouse clicks on the Mac and compensating for the lack of screen real estate on the Watch. But while everyone assumed it would be a ‘me, too’ feature that offered little in the way of excitement, the implementation on the iPhone is wildly more innovative, to the point where Apple felt the need to rename it. 3D Touch isn’t just a gimmick to distinguish the iPhone 6s from its predecessor – it’s an entirely new input method that puts all phones before it on a short path to becoming obsolete.

Much like Siri (which was the 4s’ marquee feature) has matured into a technology powerful enough to control virtually every interface we use, in a few short years 3D Touch will be as transformative as multi-touch was, expanding the capabilities of iOS beyond today’s boundaries and limitations. It’s the kind of feature that seems so obvious, so simple in retrospect that using a device that doesn’t have



iPhone 6s

it (like, say, the iPhone 6) will seem foreign and antiquated. It's not just a reason to upgrade, it's a leap forward in the evolution of iOS.

Second coming

While its competitors are still scurrying to out-innovate Apple with curved screens and wireless charging, Apple is sticking to a very regimented schedule of iteration. And while the likes of Samsung and Motorola may think the 'S' year offers a chance to jump ahead in an off year, it's actually the sequel models that have defined the iPhone and set the course for future revisions.

In the new iPhone 6s commercial, Apple takes a crack at the perception that just because the external design hasn't changed it's not worth upgrading. New designs are always exciting, and just like everybody else, I would love for Apple to release a new one every 12 months, but as the commercial shows, Apple's 'S' phones can't be reduced to a better camera and speedier processor. They're the real innovators, and while the iPhone 6s might not have stolen the show yesterday, you can bet that 3D Touch will be at the forefront of everything that's coming next.

So, when everyone is gearing up next September to see what the iPhone 7 will look like, Apple will already be thinking of how it will become even better. Even though it's dressed in the same boring clothes as last year.





Put an iPhone in DFU mode

How to rescue and an unresponsive iPhone

When faced with a broken or unresponsive iPhone you may be required to put the iOS device into DFU Mode. Don't worry – it's not difficult. In this tutorial we'll show you how to put an iPhone into DFU mode, and explain briefly why you'd want to.

What is DFU mode?

DFU, short for Device Firmware Update, is a special mode that enables a computer to update its firmware. In DFU mode an iPhone can still communicate with iTunes but without iTunes automatically installing the latest version of iOS; it's therefore useful for those running – or installing

– older versions of iOS, and for jailbreaking. DFU mode can also be useful when attempting to rescue a non-responsive device that doesn't respond to other less drastic solutions.

(DFU is slightly different to the better-known Recovery Mode, whereby an iPhone is reset to factory settings but with the latest version of iOS.)

You might be wondering what firmware is. As the name suggests, it exists at a level between the hardware (that's your iPhone) and the software - the iOS operating system. Firmware is software that sits inside the hardware and is used to provide various functions at the hardware level.

One function of firmware is to start up the iOS software when you power up an iPhone, which is why updating or restoring the firmware is one way to fix a completely unresponsive phone. It's also used to check the hardware, and to ensure that the right software is working, which is why you'll also need to use DFU mode if you're looking to jailbreak your iPhone (and run software not sanctioned by Apple).

How to put your iPhone into DFU mode

Here's how to put your iPhone into DFU mode. The timing isn't easy, so you may need to try it a couple of times before you get it right.

- Attach your iPhone to a Mac using the USB cable.
- Open iTunes on your Mac or PC.
- Hold down the Sleep/Wake button for about three seconds. The 'Slide to Power Off' screen (above) should appear.
- Slide the switch to turn off the iPhone.
- Wait until the white spinning icon disappears;

power-off is now complete.

- Now we activate DFU mode. Press and hold both the Home button and the Sleep/Wake button, and keep them held for 10 seconds. (You need to be reasonably precise with this.)
- When 10 seconds has passed, let go of the Sleep/Wake button, but keep the Home button pressed.

If you do it properly, an alert will appear on your computer saying: “iTunes has detected an iPhone in recovery mode. You must restore this iPhone before it can be used with iTunes.” (The screen of the iPhone will remain turned off – if the Apple logo appears, you’ve been holding down the two buttons for too long. Start the process again.) Click OK.

In iTunes, you should see the iPhone appear in Devices. Click it to see a window saying iPhone Recovery Mode with the message: “If you are experiencing problems with your iPhone, you can restore its original settings by clicking Restore iPhone.” Click Restore iPhone.



How to exit DFU mode on the iPhone

Exiting DFU Mode and returning to normal mode is easy enough. Simply hold both the Home button and the Sleep/Wake button until the Apple logo appears.



Change the phone number on your iPhone

Move your old number across to a second-hand phone

The iPhone is so much like a mobile computer that it can be easy to forget that it's still a phone. And like all phones, your iPhone has a phone number. But what if you want to change your number? Here we'll look at the number on your

iPhone, how to access it, what it does, and how to go about changing the phone number on your iPhone.

Find your iPhone's phone number

The rise of the mobile has gradually worn away at our ability to remember our phone numbers. Partly it's because the numbers themselves are longer than the five-digit home numbers we used to have back in the 1990s; but more importantly it's quite rare these days that you actually need to remember it. The Recents section of the Phone app has put paid to that.

Regardless of why you can't recall your phone number, the easiest way to find your iPhone's number is to dive into Settings.

- Go to Settings
- Scroll down to the fifth section and tap Phone

You'll find your phone number at the top of the screen, labelled My Number.

Change the number listed in Settings

The Phone section of Settings can also be used to change the number on your iPhone. Here's how to change the phone number on your iPhone.

- Go to Settings
- Tap Phone
- Tap My Number
- Use the delete button to remove the old number
- Use the keypad to enter the new number
- Tap Save
- Restart the iPhone

Be warned, however, that changing the phone number listed in Settings may not achieve the effect you are looking for.

When you change the number in the Phone app, this doesn't change the number that you use to call people (or that they use to call you). Your SIM card (the card provided by your phone company) determines that number. If somebody dials your old number, they'll still get through to you. And if you call somebody, they'll still see your old phone number.

Changing the number in Settings is useful when ensuring that it matches the number provided by your phone company – if you move to a new phone or a new provider, for instance.

The number listed in Settings should match the number on your SIM; indeed, if you change the number to something else, it should revert to the old number so that it matches the SIM. It's important to check, however, because it doesn't always switch. This is especially important if you picked up your phone second-hand because it may still have the old number.

Contact your phone provider

If you want to change your actual phone number to a different number in the sense that most people would understand it – your friends will need to call a new number to reach you, the new number appears on your friends' phones when you call them, and the old number won't work any more – then you'll need to get in touch with your mobile phone company and ask them to do it for you. This cannot be accomplished on the iPhone itself. Most phone providers offer an online service so you can switch

from your old number to a new number. Some providers allow you to transfer your number for free, while others levy a charge. Here are some links to information on changing your number for popular UK mobile phone providers:

O2 Customer Services

o2.co.uk/contactus

Vodafone

tinyurl.com/nymbukg

EF

tinyurl.com/peuuwvn

Three

tinyurl.com/p9cu3se

Giffgaff

tinyurl.com/pmtakgv

If you want to change your number because you're receiving harassing phone calls, it's particularly important to let the phone company know because they will have special procedures in place to deal with nuisance callers. In the meantime you can choose to block the nuisance number.



